

Spooktacular fun for the
PlayStation® game console!



CASPER

Friends Around the World

A kooky spooky curse has been cast on Casper's mortal mates! Travel the globe to rescue them and jump, levitate, parachute, fling ghostly spheres and spring into action to battle boo bombs, tacky tourists, Casper's unfriendly uncles, and the evil kingpin himself, Kiboshi!



Available at fine retailers everywhere

EVERYONE
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CONTENT RATED BY
ESRB

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PlayStation

EVERYONE
E
CONTENT RATED BY
ESRB

SLUS-01043
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WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the *LG* type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

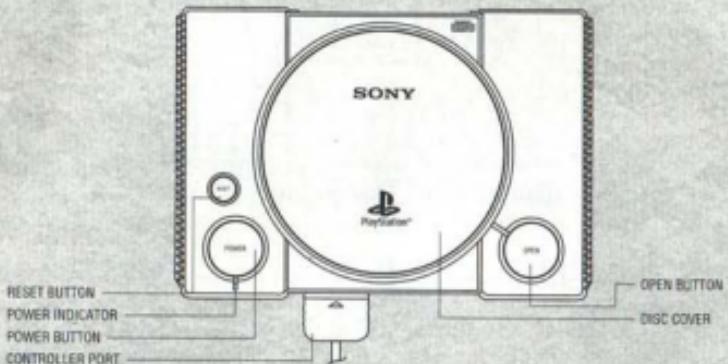
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GETTING STARTED



SETUP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert *The Land Before Time™: Return To The Great Valley™* disc and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

CONTROLLERS

The Land Before Time™: Return to the Great Valley™ is a one-player game and only makes use of Controller port 1. A DUAL-SHOCK™ analog controller can be used, but is not required.

MEMORY CARD

A MEMORY CARD, sold separately, is optional for *The Land Before Time: Return to the Great Valley* game. A memory card can be used to save and resume a game at certain points so that progress is not lost. Do not insert or remove a memory card while loading or saving a game because problems may occur.

CONTROLLER SET UP

Move in any direction:

Directional buttons (or left analog stick).

Jump:

× button + directional button (or left analog stick) simultaneously to jump in any direction.

Push:

■ button + directional button (or left analog stick) simultaneously to push in any direction.

Pickup/Drop:

■ button when standing next to or holding an object

Head Butt:

▲ button

Charge:

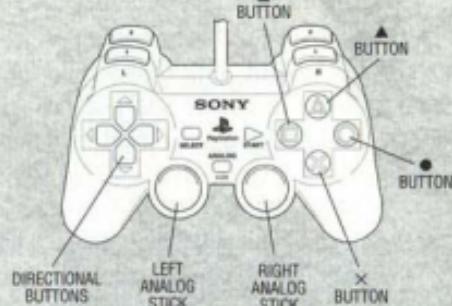
▲ button + directional button (or left analog stick) simultaneously to charge in any direction.

Tail Whip:

● button

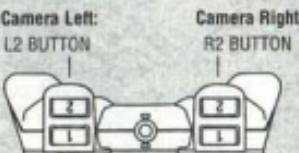
Pause:

START button



CAMERA ADJUSTMENT

The camera automatically adjusts to give a clear 3D view as you move. However, the camera may be manually adjusted for different angles of view. Use the R2 and L2 buttons on top of the controller to do this.



MENUS

Menus appear at specific times, such as when the game is paused or when saving or resuming games. Use these controls to navigate through menus:

Up: Directional button - up

Down: Directional button - down

Select: × button

Go Back: ▲ button

INTRODUCTION

How the dinosaurs' journey begins...

Littlefoot™ and his friends are playing in the Great Valley™ one morning when they discover a Sharptooth™ egg that some Egg Stealers have abandoned in a cave. Realizing that the fearsome Sharptooths will soon come looking for their egg, the prehistoric pals decided they must return it to a nest in the Great Beyond™.

The friends carry the egg out of the Great Valley and drop it safely into a nest, just as an angry Sharptooth mother arrives with a roar. The young dinosaurs scatter in fright and lose each other in the Great Beyond. Now, with your help, each dino must find his or her way back home.

You can play the part of Littlefoot™, Cera™, Ducky, or Spike as you travel through strange new worlds, searching for a way back to The Great Valley. Petrie™, your flying friend, will help you through the 20 levels of your journey. Along the way you'll encounter puzzles, obstacles and other challenges that stand in your way. Avoid danger by following Petrie's instructions, and collect Treestars™ as you navigate through each level.



SETTING UP A GAME

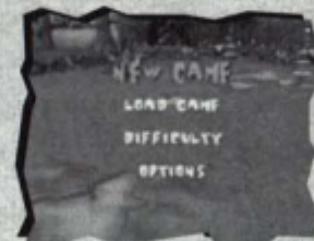
First, insert *The Land Before Time: Return to the Great Valley* disc and close the disc cover. Turn the PlayStation® game console ON with the POWER button.

After the introduction, the game checks for a MEMORY CARD. If a memory card is not inserted, a prompt appears as a reminder that games can be saved with a memory card. An option is given in the next screen to recheck for the memory card. You may insert a memory card and choose OK or choose CANCEL and continue.

GAME SETUP MENU

New Game

Takes you to the character select menu. Use the directional buttons to view Littlefoot, Spike, Ducky and Cera. Once you have picked a character to play, press any button to begin the game. NOTE: each character has five levels that you must complete to finish the game.



To return to the Game Setup menu, press the START button, and select QUIT from the menu. This returns you to the opening title sequence. Press any button to bypass the opening logo screens and return to the Game Setup screen.

Load Game

Loads a previously saved game. Use the directional buttons to highlight one of your saved games, then press the X button to select a saved game to resume. When the character selection screen appears, choose a character and press any key to resume play at the next uncompleted level for that character. Choose CANCEL to return to the Game Setup menu.

Difficulty

Allows you to change the difficulty level of the gameplay for a new game only. There are three levels of difficulty to choose from: EASY, MEDIUM, and HARD. The easier the level, the more help Petrie™ gives you, and the more Treestars™ there are to eat. Use the directional buttons to highlight a difficulty level, and then press the X button to select. Use the ▲ button to return to the Game Setup menu.

Options

Displays the Options menu where you can adjust music or sound volume, turn the Vibration function on or off, or view the game credits.

To adjust the Music volume, highlight the MUSIC selection, then use the LEFT/RIGHT directional buttons to adjust the Music volume slider.



To adjust the Sound Effects volume, highlight the SOUND EFFECTS selection, then use the LEFT/RIGHT directional buttons to adjust the Sound Effects volume slider.

To turn the vibration function on or off, highlight the VIBRATION FUNCTION selection, then press the \times button to access the Vibration Function control screen. Highlight the ON or OFF selection, and press the \times button to make your selection. Use the \blacktriangle button to return to the Options menu.

To view the credits, highlight the CREDITS selection, then press the \times button. Press any key to return to the Options menu.

From the Options menu, use the \blacktriangle button to return to the Game Setup menu.

SAVING A GAME

At the end of each level you will be asked if you want to save your progress. Highlight either YES or NO, then press the \times button to make your selection. If you choose YES, progress for all four characters is saved along with the number of Treestars you've collected and the number of Tries you have left.



Save Game menu

The first time you save a new game, you will be asked to select a Memory Card slot in which to save your game. Use the directional buttons to highlight one of the four Memory Card slots. **WARNING:** If you choose a memory slot that already has a game saved in it, your new game will completely replace the old game. If available, choose an empty slot in which to save your game. Once you have selected a slot, press the \times button to save your game. After the game is saved, press the \times button again to continue playing. **NOTE:** The next time you are asked to save the game, your progress will automatically be updated and written into the slot you selected the first time.

PAUSING A GAME

Use the START button to pause gameplay at any time.

Pause Game menu

Three options are displayed. Use the directional buttons to highlight a selection, and press the \times button to make your choice.

Return to Game

Takes you back to the current game.



Options

Displays the Options menu where you can adjust music or sound volume, turn the Vibration function on or off, or view the game credits.

Restart Level

Returns you to the beginning of the current level. **NOTE:** You will lose any Treestars or Tries you have earned during that level.

Exit Level

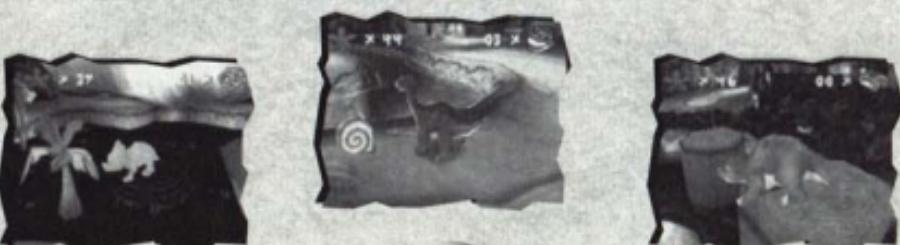
Allows you to exit the current game without saving and start back at the Character Selection screen.

HOW TO PLAY



Your prehistoric pals are lost in the Great Beyond! Help each character explore five different levels on an exciting journey back to the Great Valley™. Guide your favorite dinosaurs to tail whip, head butt, push and jump their way through all kinds of obstacles and puzzles. Carefully cross ravines of red lava. Jump and ride on tar bubbles and water geysers. Shoot cannon plants to remove roadblocks. Be careful not to fall off cliffs!

The goal is to navigate to the exit at the end of each level. Along the way, look for some fun "toys" to play with. If you need help, listen to Petrie's suggestions as he flies by.



TREESTARS™

As you travel through the levels, collect the Treestars scattered everywhere. To pick up a Treestar, just walk right over it and add it to your collection. Each Treestar color has a different value:

Green:	1 Treestar
Yellow:	5 Treestars
Red:	10 Treestars
Blue:	15 Treestars

The total of your Treestar collection is displayed in the upper left corner of the screen. An extra Try is awarded once you've collected 100 Treestars.

TRIES

"Tries" are the number of chances you get to beat a level. Each new game starts with three Tries. An extra Try is awarded for every 100 Treestars you collect. Tries are lost when you fall off cliffs, into the lava or water, or fail to avoid some other danger. Be careful, because when you run out of Tries the game is over!



CREDITS

THE LAND BEFORE TIME

Return To The Great Valley

Developed by
Realtime Associates, Inc.

Executive Producer
Joe Scirica

Producer
Sean O'Hara

Programming
Anatolie Gavriliuc
Ed Higa
Cheryl Higa
Joe Sengir

Engine Programming
Matt From

Art Director
Jeff Cook

Artists
Connie Goldman
Eric Greenleaf
James Ho
Tim Jones
Caleb Sawyer
Scott Smith

Animators
Samati Boonchitsitsak
Thomas Brown
James Ho

Production Assistant
Jacob Watt

Special Thanks
Dave Warhol
Shippy Okha
Michael Holzmiller
Phil Nguyen

Published by
Sound Source Interactive, Inc.

Executive Producer
in Charge of Production
Peter Gould

Producer
Ken Fox

Quality Assurance Director
Kevin Deadwyler

Quality Assurance Supervisor
Dan Roth

Quality Assurance Team
Jennifer Belott
Kyle Greenwood
James Guillory
Ulysses Neri
Alex Zastrow
Matt Miller
Khalil Bholat

Voice Talent
Lani Minella

VP, International Business Affairs
Eugene Code

VP, Sales
Tanya Baker

VP, Operations
Lorena Billig

VP, Finance
Jeff Court

Manager, Marketing Services
Andrea Frechette

Product Marketing Consultant
Fran Cooley

Manual Text
Dan Roth
Fran Cooley

Package Design
Moore Design Group L.A.

Special Thanks to:
Nancy Cushing-Jones, Cindy Chang and
Amy Sowers at Universal Consumer
Products Group. Also to thanks to
Masatoshi Shikanai, Shin Tanabe, Yasuki
Iwatake, Hughes 'O' Van Espen, and
Yves Duponseille at TDK Mediactive.

PRODUCT SUPPORT / HINTS

The Sound Source Interactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

ONLINE SUPPORT

Sound Source Interactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.soundsourceinteractive.com. Customer service information and answers to frequently asked questions can be found here.

EMAIL SUPPORT

A representative will promptly and personally answer email inquiries. Requests should be emailed to soundsource@ssiimail.com. Please include a detailed description of the situation.

TELEPHONE SUPPORT

Live representatives are available by telephone 7:30am - 6:00pm Pacific Time at (818) 878-0505.

ORDER LINE

Sound Source products can now be ordered over the phone. The number is (800) 877-4778. Please note that the order line is not equipped to handle technical issues.

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Before sending a disc for replacement, it is highly recommended that you contact the Product Support Department. Many issues can be quickly resolved with some troubleshooting.

If it is concluded that a disc is defective, Sound Source Interactive will replace the disc at no charge as long as it is within ninety (90) days of purchase. Please mail a copy of the dated receipt, the CD, a brief letter with an explanation of the current situation and a return address and phone number. Please indicate whether a replacement or refund is being requested.

PLEASE RETURN ALL DISCS TO:

Sound Source Interactive
26115 Mureau Rd., Suite B
Calabasas, CA 91302-3126
Attn: Product Support

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